

FIG. 1 is a block diagram of a graphics processing unit (GPU) 100.

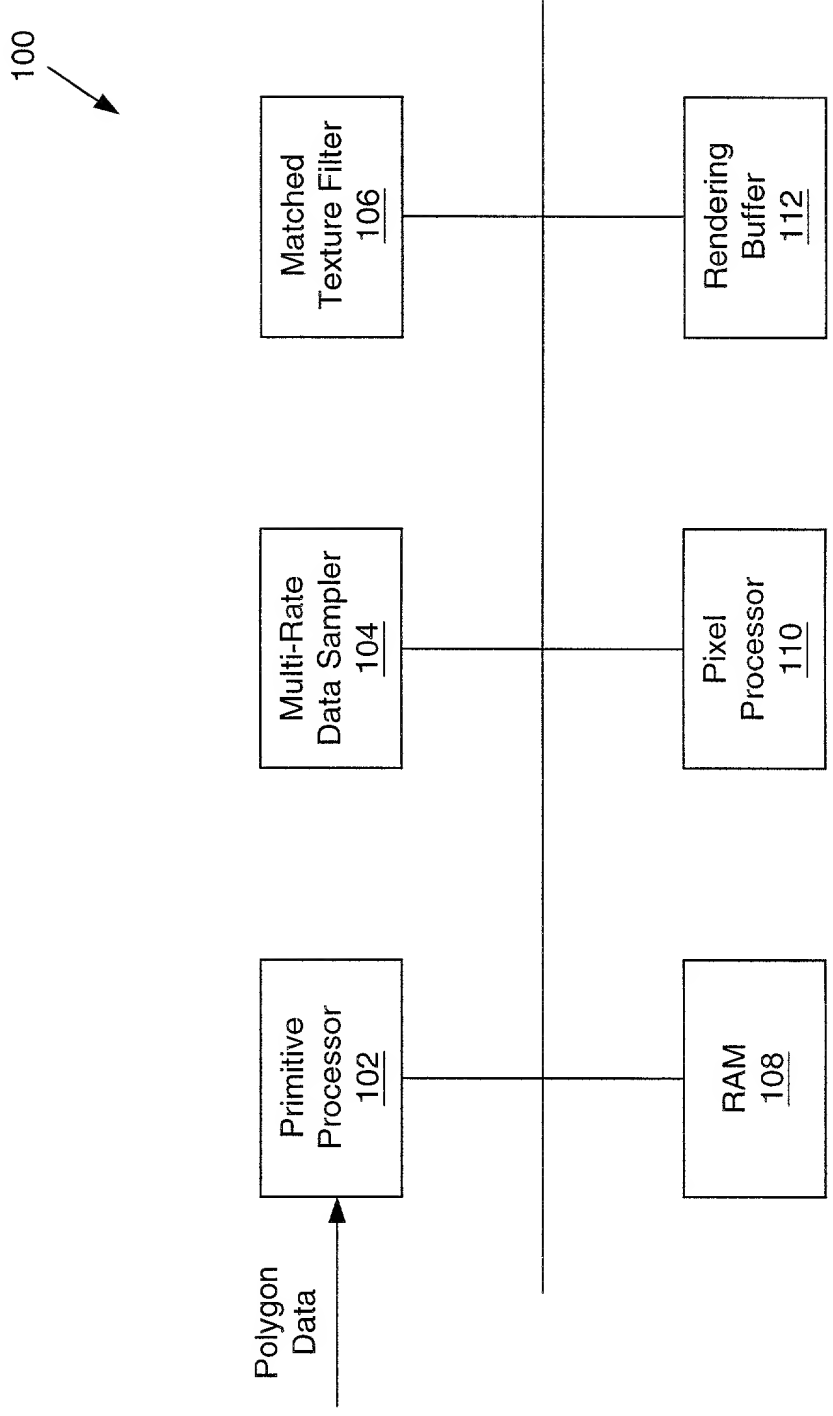


FIG. 1

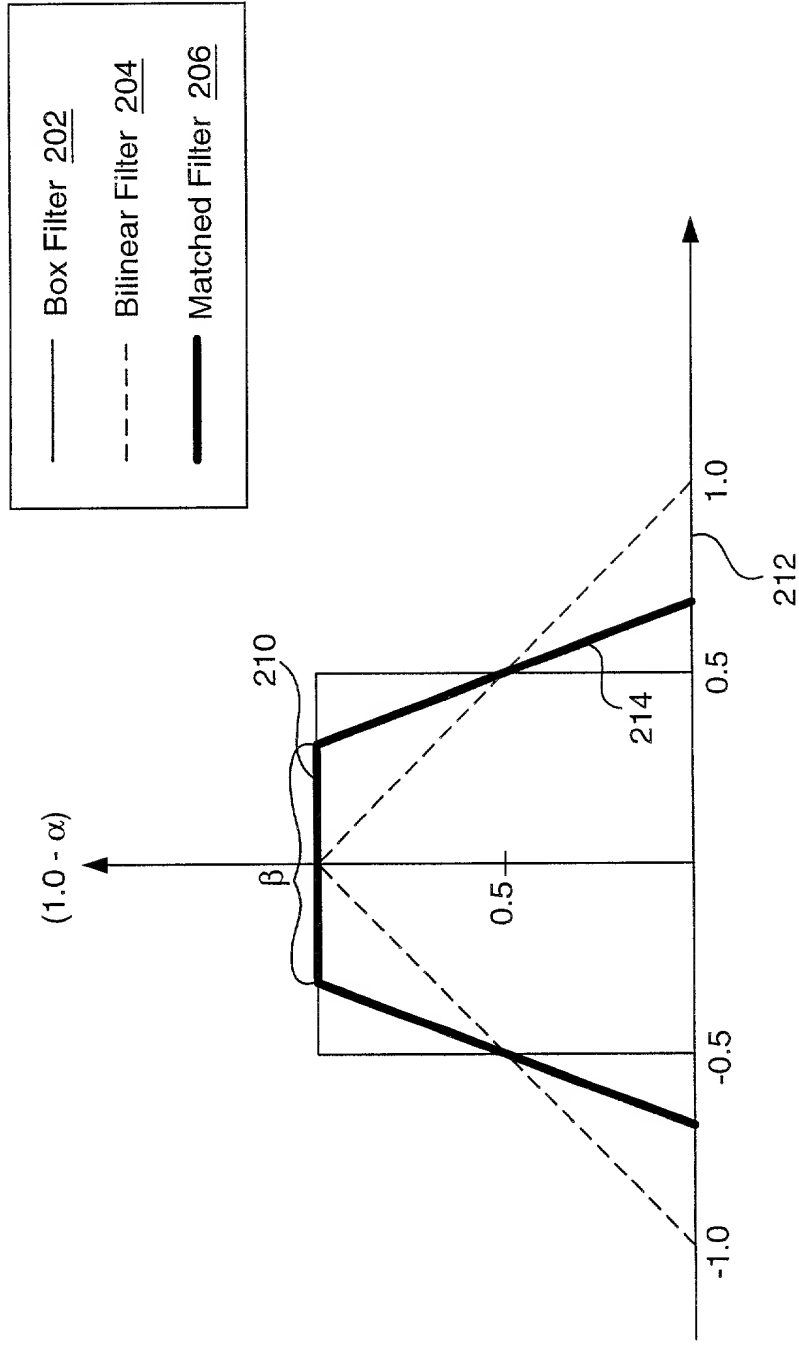


FIG. 2

FIG. 3 is a schematic diagram of a grid 300 showing a sequence of points 302, 304, 306, 308, 310, 312, 314, 316, 318, 320, 322, 324, 326, 328, 330, 332, 334, 336, 338, 340, 342, 344, 346, 348, 350, 352, 354, 356, 358, 360, 362, 364, 366, 368, 370, 372, 374, 376, 378, 380, 382, 384, 386, 388, 390, 392, 394, 396, 398, 400, 402, 404, 406, 408, 410, 412, 414, 416, 418, 420, 422, 424, 426, 428, 430, 432, 434, 436, 438, 440, 442, 444, 446, 448, 450, 452, 454, 456, 458, 460, 462, 464, 466, 468, 470, 472, 474, 476, 478, 480, 482, 484, 486, 488, 490, 492, 494, 496, 498, 500.

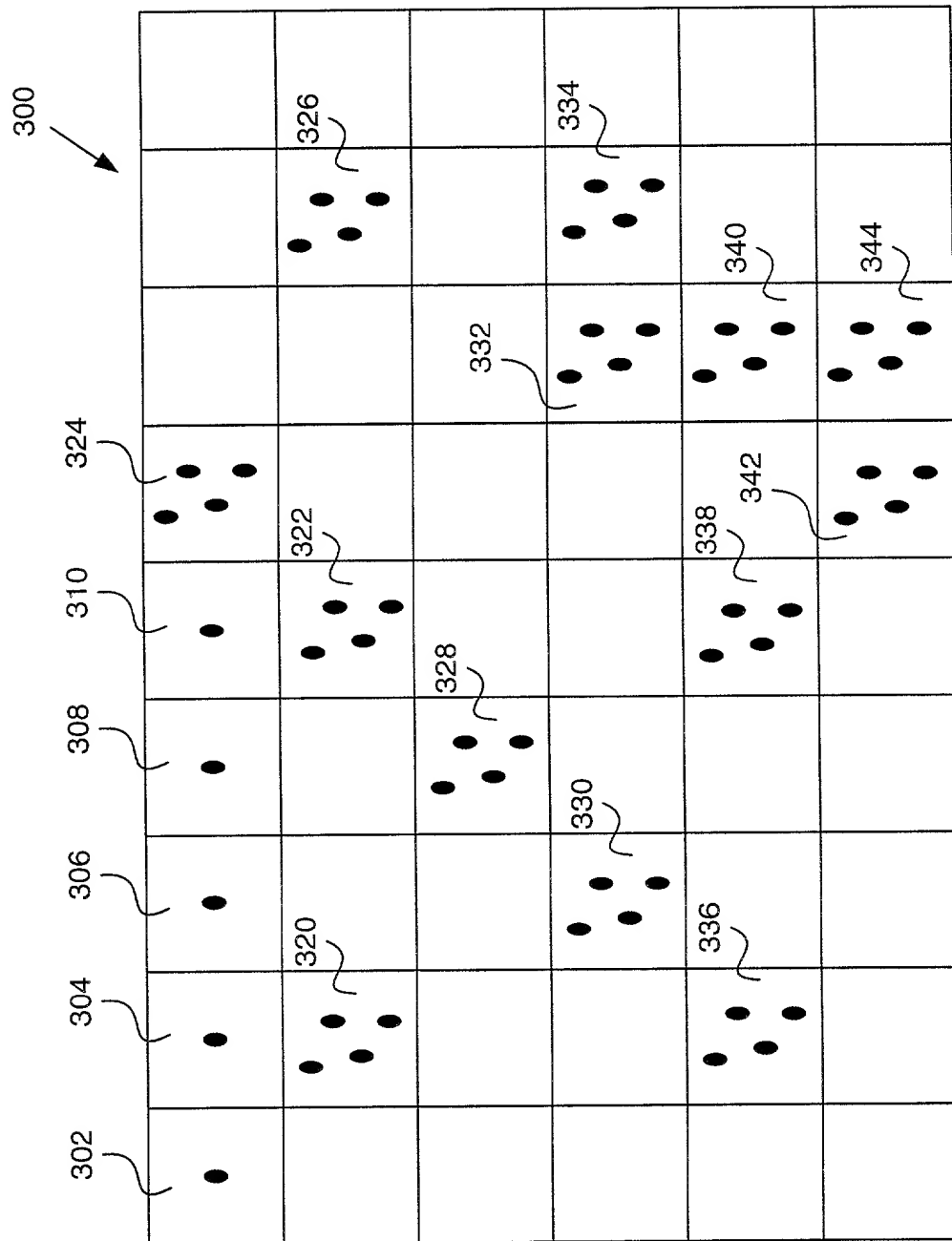


FIG. 3

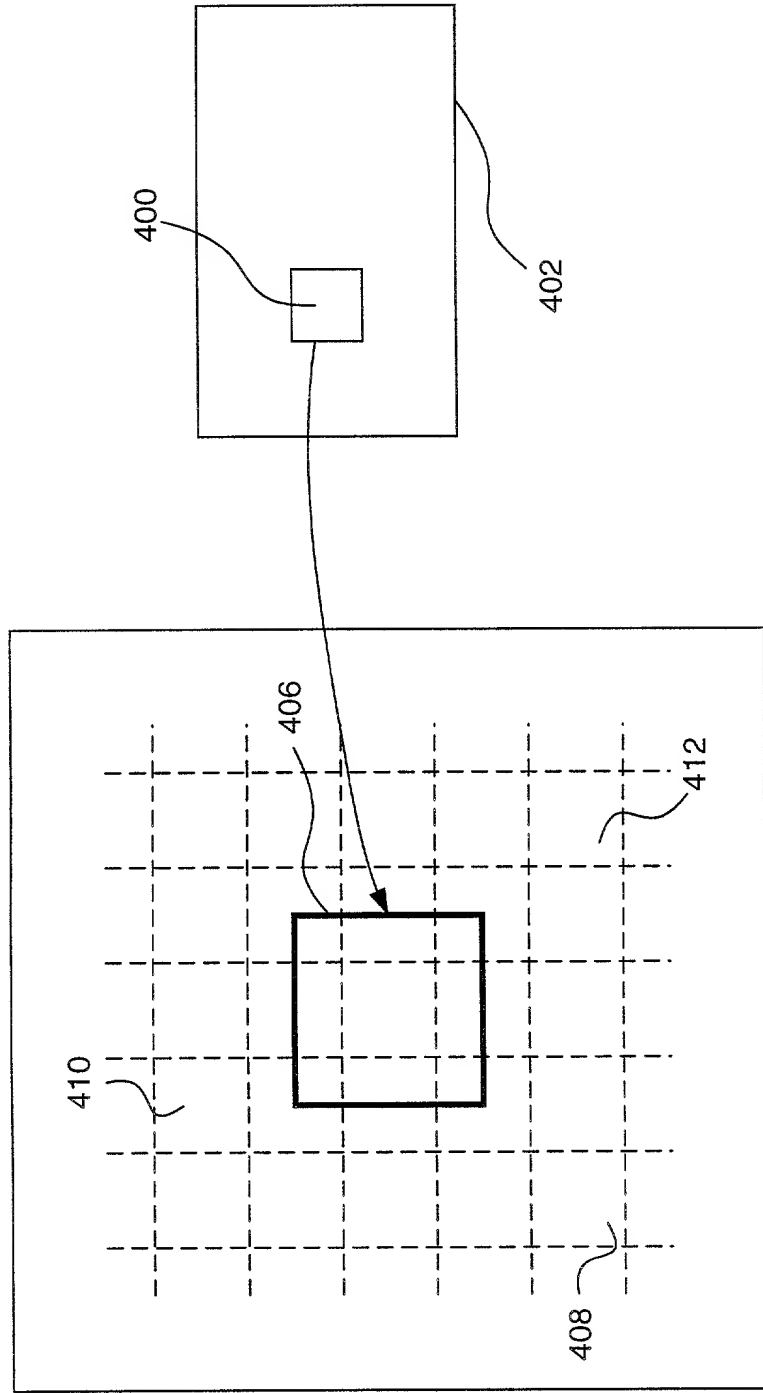


FIG. 4

FIG. 5 is a schematic diagram of a system 500 for processing a grid of data. The system 500 includes a grid 506 and a processing unit 504. The grid 506 is a 6x6 grid of cells. A specific cell 508 is highlighted. The processing unit 504 is connected to the grid 506 and contains a sub-unit 502 with four cells 502a, 502b, 502c, and 502d. An arrow points from cell 508 to cell 502d.

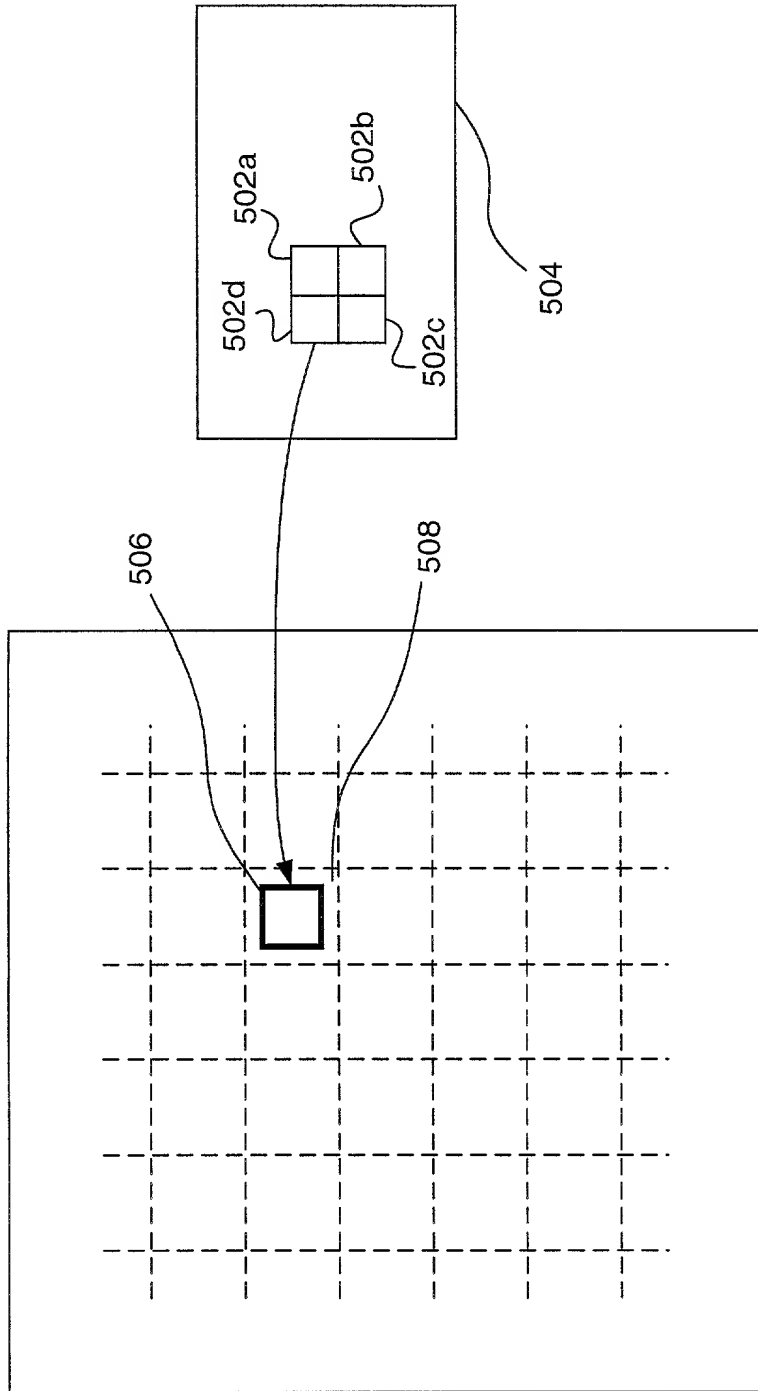


FIG. 5

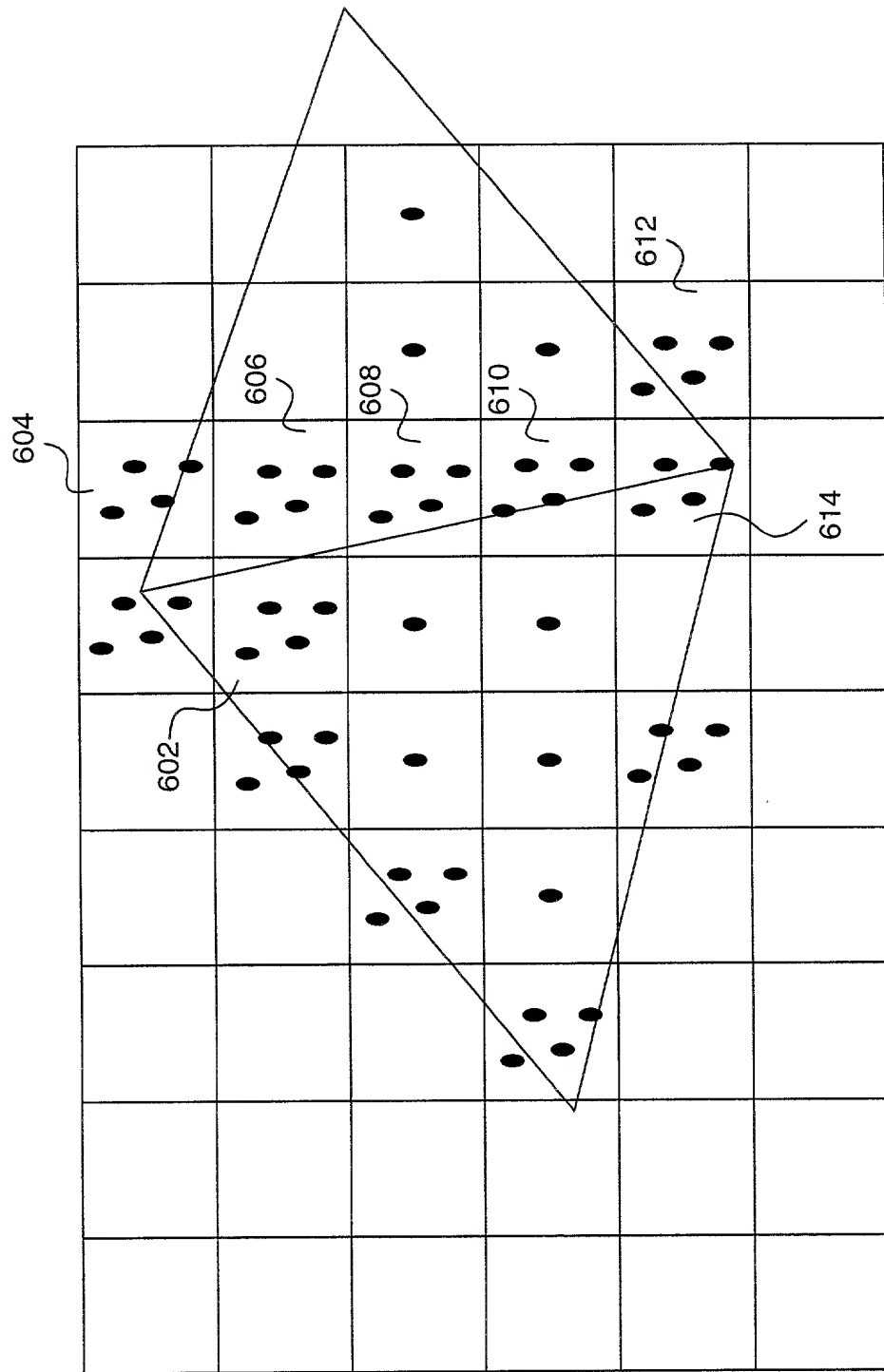


FIG. 6

FIG. 7 is a block diagram of a system 700 for processing polygon data. The system 700 includes a Polygon Data input, an n Module 702, a δ Module 704, a β Module 706, an α Module 708, and a Blending Module 710. The n Module 702 and δ Module 704 are grouped within a dashed box 712. The β Module 706 and α Module 708 are grouped within another dashed box. The Blending Module 710 is connected to the output of the α Module 708.

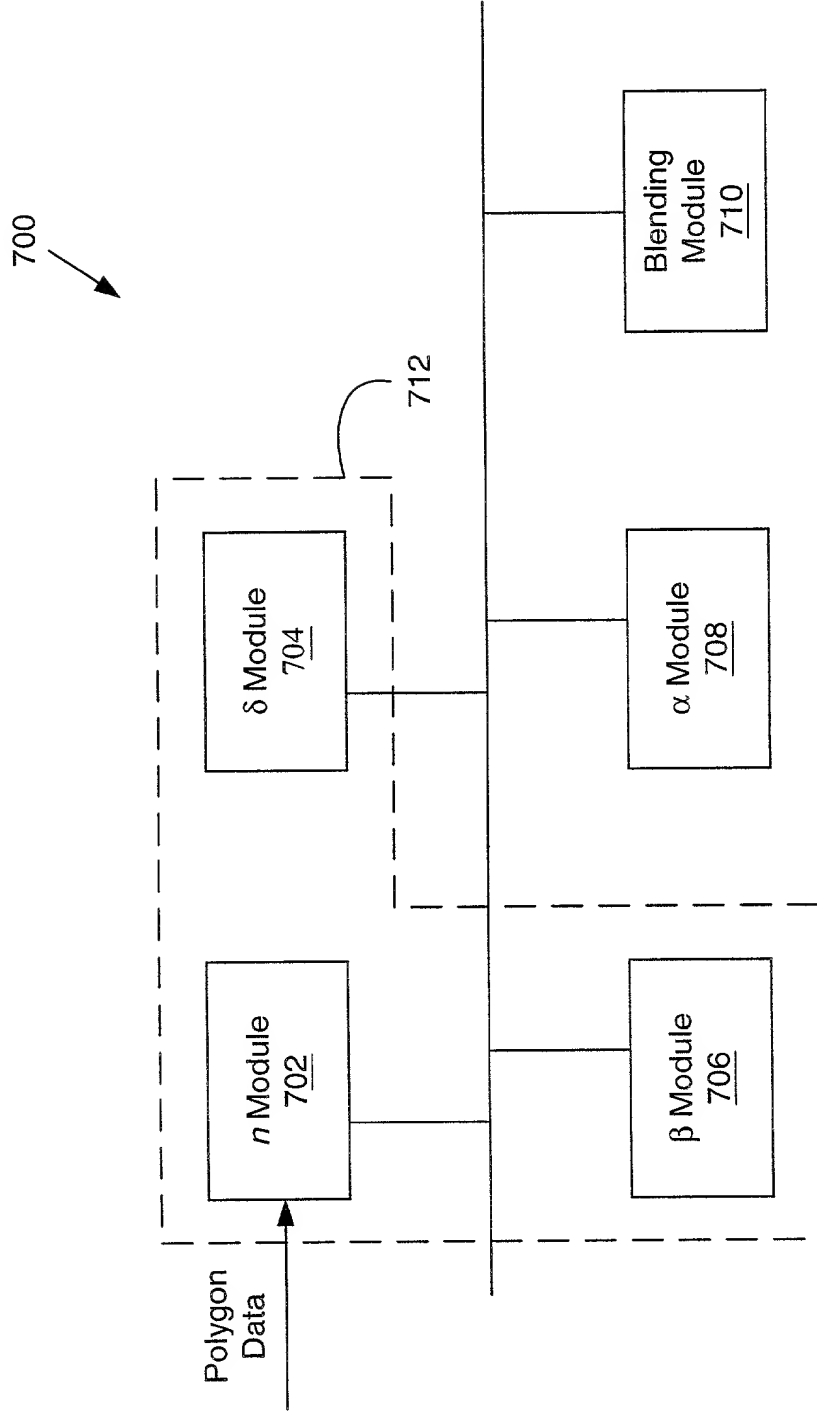


FIG. 7